

WHAT IS CLAIMED IS:

1. A method of transmitting executable software from a server to a client computer, the method comprising:
 - segmenting each of a plurality of applications into a collection of executable blocks;
 - 5 forming an InitBlock Bundle comprising blocks executable during initialization of the plurality of applications, at least one block from each application being included in the InitBlock Bundle;
 - sending the InitBlock Bundle to a client computer; and
 - sending other blocks from the plurality of collections of executable blocks to the client
 - 10 computer subsequent to a start of execution of the InitBlock Bundle.
2. The method of claim 1 wherein:
 - the plurality of applications comprise at least one application subscribed to by a user and
 - at least one application not subscribed to by the user; and
 - the method further comprises:
 - 15 monitoring execution of applications subscribed to by the user to determine an application usage pattern; and
 - based on the usage pattern, sending data to the client terminal to display information about a first one of the unsubscribed applications.

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8. The method of claim 1 further comprising:

from each of a plurality of service providers, sending to a client terminal an InitBlock

Bundle comprising a plurality of initialization blocks;

monitoring execution of blocks in each of said InitBlock Bundles to determine a usage

5 pattern; and

forming a new InitBlock Bundle based on the usage pattern.

9. The method of claim 8 wherein the new InitBlock Bundle comprises executable blocks

associated with applications from different ones of the service providers.

10. The method of claim 1 wherein at least one of the blocks in the InitBlock Bundle is a

10 shared block executable during the initialization phase of different ones of the applications.

11. The method of claim 1 wherein the InitBlock Bundle comprises a set of blocks sufficient

to enable execution of each of the plurality of applications to a point when the application awaits user input.

15 12. The method of claim 1 wherein forming the InitBlock Bundle comprises:

monitoring usage of a plurality of different applications; and wherein

forming the initialization block comprises forming based on the monitored usage.

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receiving a response at the server from the client indicating blocks identified by the key

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sending from a server to a client a key value identifying a streamable block;

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sending a key value further comprises sending a group of other key values identifying other streamable blocks;

receiving a response further comprises receiving a response indicating whether the client has locally stored copies of ones of the other blocks; and sending the block further comprises sending ones of the other blocks that are not locally stored at the client.

16. The method of claim 15 further comprising:

at the client, storing first data associating key values with locally stored blocks; and
processing the first data to determine whether the client has a locally stored copy of a
block identified by the received key value.

5 17. The method of claim 14 wherein the key value is computed at the server using a hashing
algorithm.

18. The method of claim 17 wherein the hashing algorithm comprises a digital signature
algorithm.

19. A computer system comprising:

10 a database storing a plurality of executable applications segmented into a plurality of
code blocks, each application's plurality of code blocks comprising a set of
initialization code blocks;
a processor operatively coupled to a network interface, to the database and to a computer
readable data storage media comprising instructions to configure the processor to:
15 form an initialization block comprising initialization code blocks for at least two of
the plurality of applications; and
send the initialization block to a client computer operatively coupled to the network
interface.

monitoring execution of initialization code blocks at the client computer to determine a usage pattern; and

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21. The system of claim 19 wherein:

the system further comprises a database comprising a plurality of user profiles, each user profile comprising security data to control usage of ones of the plurality of applications by a respective user;

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instructions to process the security data to determine application restriction data associated with the first user; and

instructions to send the application restriction data to the first client computer.

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the instructions to send the block further comprises instructions to send ones of the other blocks that are not locally stored at the client.